

Abstract

Title: The effectiveness of offensive game going on in phases depending on the length of their duration (on the example of elite basketball team).

The target is to learn and review the game offensive efficiency of the best world basketball teams depending on the game offensive phase duration.

I am going to focus on the national US basketball team during the last parts of the World Championship FIBA 2010 in Turkey and 2014 in Spain, concretely 1/8 final, quarterfinal, semi-final and final, where I can count with the maximal try to win. The method is to learn, analyze and evidence of the chosen game play effects. I am able to analyze every game offensive phase by the way of game record and to evaluate which phase is the most effective depending on its duration.

The target is to review the game offensive efficiency of the best world basketball teams (US national team) depending on the game offensive phase duration. The work should be benefit for basketball coaches in their basketball players' trainings. The main importance is to set the players' game activities which guide the team performance in its offensive phase and get to successful score.

The main method is to collect the data from the video records of the single World Championship games. The following analyze and evidence of the studied effects should display the importance or unimportance specific team attracts depending on efficiency and time for score.

Results: The results should point out to the decreasing effectiveness during scoring with a dwindling time limit.

Keywords: basketball, efficiency, offence, evidence, rating